GORF
THE INCOMPARABLE MULTI-MISSION VIDEO CHALLENGE
MIDWAY
A BALLY COMPANY
VIDEO IS OUR GAME

SPACE FANTASY MISSIONS!

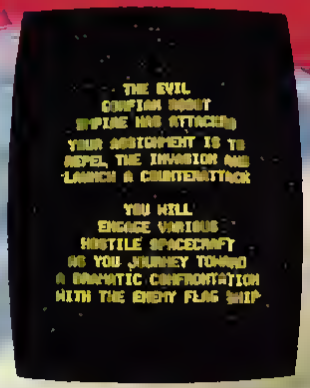
A unique sight and sound adventure that enlists players into the Interstellar Space Force for a challenging voyage against the Gorfian Empire.

In a series of missions, the player's assignment is to repel the Gorfian robot attacks and launch a counter-attack to ultimately destroy the enemy flagship.

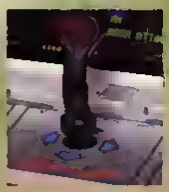
Throughout the game, the GORF speaks to the player with taunting phrases like: *"Prepare yourself for annihilation."* *"Survival is impossible."* *"Some galactic defender you are...ha! ha! ha!"* *"My Gorfian robots are unbeatable."* And more!

"I devour coins," says the GORF– and he does to the great profit of the operator and location.

A major innovation by MIDWAY's creative engineers, GORF is a sure-fire, play-action success.



FLIGHT CONTROL:
A quark packet laser feature with multi-directional capability. Maneuver and press trigger to fire.



ASTRO BATTLES:
Shielded by a forcefield, player defends his planet against constantly descending Gorfian robots that drop anti-gravity bombs. Player earns points by hitting and destroying invading columns of Droids. With the destruction of this entire attack matrix, player proceeds to next mission.

LASER ATTACK:
This orbital zone is GORF's first line of defense against player's counter-attack. Player must destroy the 2 anti-particle Laser Ships before they blast him. The supporting Kamikaze Ships and Gorfs must also be destroyed before player continuas on his mission.

SINGLE COIN:
2 Interstellar Space Fighters

TWO COINS:
4 Interstellar Space Fightars.

FIELD PROMOTION SCHEDULE: SPACE CADET (recruit): 1 to 5 Mis
SPACE GENERAL: 16 to 20 Missi
(For higher achievements, Inform

Highest scores for 2 Ship and 4

MIDWAY

GORF

1 or 2 Player
Full Color Video Game
...that TALKS!

GALAXIANS:
Approaching the defense perimeter of the Gorfian Empire, the player defends his ship against the Galaxian formation as they swoop and diving launching anti-photon bombs. Extra points are earned by hitting Leaders, Escorts, Heavy Bombers and Phasor Fodder as these units attack.

SPACE WARP:
An eery web, generated by the approaching enemy Flagship releases Gorfs and Fighters firing subquark torpedoes at player's Intersteller Attack Ships. Successful hits by player as allens emerge from the vortex of the web, scores points and reduces launching of deadly torps.

FLAG SHIP:
The player must avoid the furiously hurling fireballs while blasting a space in the Flagship's heavy forcefield arc, in order to get a clear shot at the internal power reactor vent. Following e succesful hit, a violent neutronium explosion appears in dazzling color and sounds. Player continues striving for next promotion

ssions. SPACE CAPTAIN: 6 to 10 Missions. SPACE COLONEL: 11 to 15 Missions.
ons. SPACE WARRIOR: 21 to 25 Missions. SPACE AVENGER: 26 to 30 Missions.
Interstellar Space Force Headquarters.)

Ship games retained on screen for all to challenge.

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The excitingly different GORF™ is available in three MIDWAY models:

STANDARD ARCADE—
Eye-catching lighted header and front panel plus colorful graphics that frame monitor as well as sides of cabinet.
Height: 73" (183 cm)
Width: 25" (63 cm)
Depth: 28" (70 cm)

MINI-MYTE™—
Space-saving compact unit with new hooded monitor, tasteful walnut finish cabinet, lighted header and attractive graphics
Height 59" (148 cm)
Width 20" (50 cm)
Depth 24" (60 cm)

COCKTAIL TABLE—
Popular sit-down style with flip-flop screen Accessory legs are available to raise to upright play height
Height 29" (73 cm)
Width 32" (80 cm)
Depth 22 (55 cm)

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GORF

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